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ZOMBIES



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100% CRUNCH: ZOMBIES

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Julian Neale

Got bored with the normal version of a monster and fancy spicing things up a bit? Want to include imaginative and interesting versions of an iconic fantasy monster but don't have the time to build the stat block yourself? Fear not – the 100% Crunch line is here to save the day! Each instalment in the line features dozens of ready-to-go stat blocks at a wide range of CRs of an iconic monster.

This instalment of 100% Crunch presents dozens of zombies (CRs 1/2-9) for the time-crunched GM to immediately utilise in game.



CREDITS

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Thank you for purchasing *100% Crunch: Zombies*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *100% Crunch: Zombies* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Julian began his interest in roleplaying games with the classic "red box" in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London.

Julian has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to Dragon magazine and the Kingmaker Adventure Path for Paizo, and is excited to work with Raging Swan Press.

Julian currently lives in the north of England, but plans to relocate further south in the future.

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FOREWORD

Given that the 100% Crunch line kicked off with skeletons, it seemed like a great idea to focus on their slightly more powerful contemporaries in this instalment. Bizarrely this 100% Crunch is the first to feature intelligent opponents – a bit of an oxymoron for a book of zombies!

As I've said before, I'm a huge fan of including zombies in my game but sadly to date I have tended to stick with the boring, safe human zombie and fast human zombie variants. Partly, I do this because my games tend to be low-level but mainly I stick with these options (occasionally adding the advanced creature template if I'm feeling fruity) because I don't have infinite amounts of preparation time for my game and I much prefer to focus on developing the story and plot than slaving away over statistics.

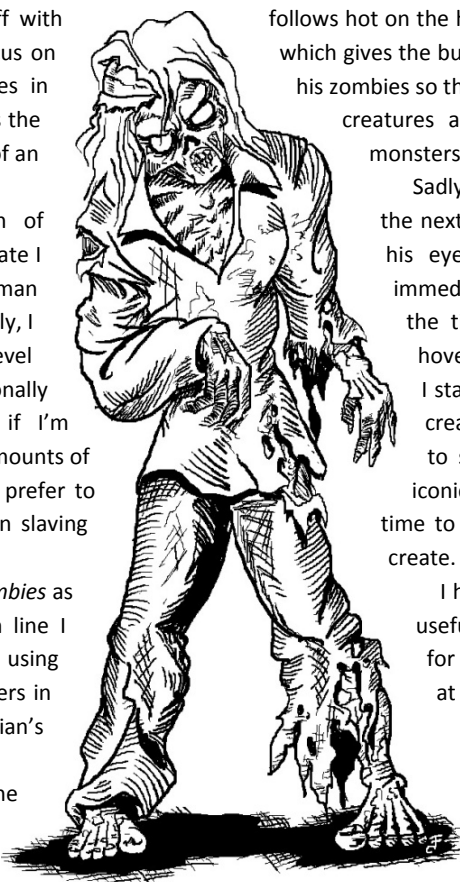
When Julian suggested *100% Crunch: Zombies* as the second instalment in the 100% Crunch line I was delighted to agree as I can see myself using many of these stat blocks to terrify my players in the near future. This is the result of Julian's heroic and indefatigable stat blocking.

Also, through luckily happenstance the release of this supplement not only coincides with Halloween, but also it

follows hot on the heels of *So What's The Zombie Like, Anyway?* which gives the busy GM several easy to use tools to customise his zombies so that the PCs see them as once-living, individual creatures and not a bunch of homogenous identikit monsters.

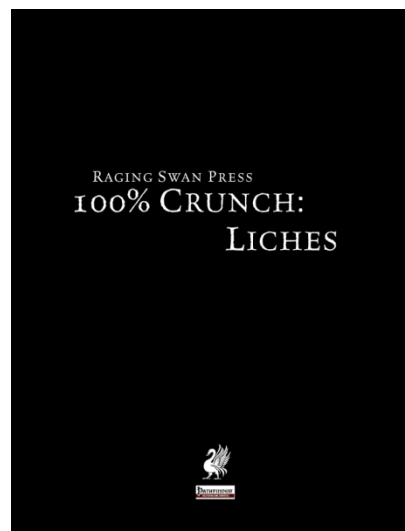
Sadly, I don't think I'll be getting much use out of the next instalment in this line as next up Julian has his eye on creating dozens of liches ready for immediate use in a home campaign! Given that, at the time of writing this, my home campaign is hovering around 4th-level I might face a mutiny if I started adding in Julian's next bunch of twisted creations! Still, that doesn't mean I'm not keen to see what he has come up with. Liches are iconic monsters that almost every GM uses from time to time, but are extremely time-consuming to create.

I hope you find this instalment of *100% Crunch* useful. It would be great to hear your suggestions for future instalments in the line; drop me a line at creighton@ragingswan.com.



Got bored with the normal version of a monster and fancy spicing things up a bit? Want to include imaginative and interesting versions of an iconic fantasy monster but don't have the time to build the stat block yourself? Fear not – the 100% Crunch line is here to save the day! Each instalment in the line features dozens of ready-to-go stat blocks of an iconic monster at a wide range of CRs.

This instalment of 100% Crunch presents dozens of lichs (CRs 12-20) for the time-crunched GM to immediately utilise in game.



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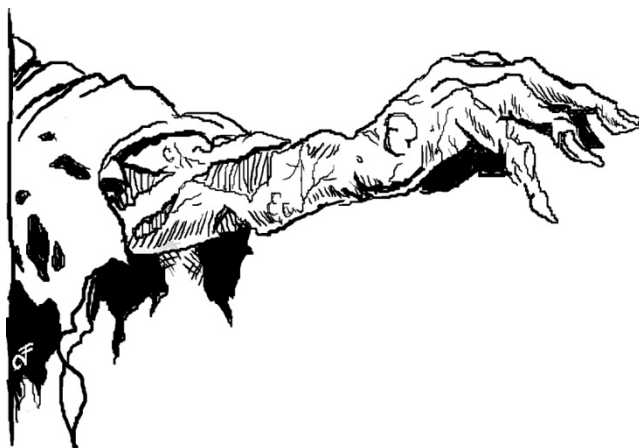
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CREATING ZOMBIES

Zombies are the animated corpses of dead creatures, forced into foul unlife via necromantic magic like *animate dead*. While the most commonly encountered zombies are slow and tough, others possess a variety of traits, allowing them to spread disease or move with increased speed. Zombies are unthinking automatons, and can do little more than follow orders. When left unattended, zombies tend to mill about in search of living creatures to slaughter and devour. Zombies attack until destroyed, having no regard for their own safety.

Although capable of following orders, zombies are more often unleashed into an area with no command other than to kill.

CREATING A ZOMBIE

“Zombie” is an acquired template that can be added to any corporeal creature (other than an undead), referred to hereafter as the base creature.

Challenge Rating: This depends on the creature’s new total number of Hit Dice, as follows:

HD	CR	XP
1	1/4	100
2	1/2	200
3-4	1	400
5-6	2	600
7-8	3	800
9-10	4	1,200
11-12	5	1,600
13-16	6	2,400
17-20	7	3,200
21-24	8	4,800
25-28	9	6,400

Alignment: Always neutral evil.

Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

Armour Class: Natural armour is based on the zombie’s size:

ZOMBIE SIZE	NATURAL ARMOUR BONUS
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Hit Dice: Drop HD gained from class levels (minimum of 1) and change racial HD to d8s. Zombies gain a number of additional HD as noted on the following table. Zombies use their Charisma modifiers to determine bonus hit points (instead of Constitution).

ZOMBIE SIZE	BONUS HIT DICE
Tiny or smaller	—
Small or Medium	+1 HD
Large	+2 HD
Huge	+4 HD
Gargantuan	+6 HD
Colossal	+10 HD

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD and Will +1/2 HD + 2.

Defensive Abilities: Zombies lose their defensive abilities and gain all of the qualities and immunities granted by the undead type. Zombies gain DR 5/slashing.

Speed: Winged zombies can still fly, but manoeuvrability drops to clumsy. If the base creature flew magically, so can the zombie. Retain all other movement types.

Attacks: A zombie retains all the natural weapons, manufactured weapon attacks and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the zombie’s size, but as if it were one size category larger than its actual size (see table below).

ZOMBIE SIZE	BITE ^{1,2}	SLAM ^{1,3}
Fine	1	1
Diminutive	1d2	1d2
Tiny	1d3	1d3
Small	1d4	1d4
Medium	1d6	1d6
Large	1d8	1d8
Huge	2d6	2d6
Gargantuan	2d8	2d8
Colossal	4d6	4d6

1: Individual creatures vary from these values as appropriate.

2: Only zombies that gain the brain-eater variant gain a bite attack, unless they had one beforehand.

3: This damage includes the zombie size increase; do not increase it again.

Special Actions: A zombie retains none of the base creature’s Special Actions.

Abilities: Str +2, Dex –2. A zombie has no Con or Int score, and its Wis and Cha become 10.

BAB: A zombie’s base attack is equal to 3/4 its Hit Dice.

Skills: A zombie has no skill ranks.

Feats: A zombie loses all feats possessed by the base creature, and does not gain feats as its Hit Dice increase, but it does gain Toughness as a bonus feat.

Special Qualities: A zombie loses most special qualities of the base creature. It retains any extraordinary special qualities

that improve its melee or ranged attacks. A zombie gains the following special quality.

Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

COMPLEX VARIANT ZOMBIES

The typical zombie is a slow-moving abomination that is tough to destroy. Yet this tough zombie is not the only type of zombie to plague crypts or stalk graveyards. Each of the following three variant zombies modifies the base zombie in a few simple ways.

FAST ZOMBIE (CR +0)

Unlike the standard, plodding zombie, a fast zombie moves with a supernatural quickness.

Speed: Increase the base creature's land speed by 10 feet.

Defensive Abilities: A fast zombie does not gain DR 5/slashing.

Special Actions: A fast zombie gains the following special attack.

Quick Strikes (Ex): Whenever a fast zombie takes a full attack action, it can make one additional slam attack at its highest attack bonus.

Abilities: As a standard zombie, except its Dexterity is increased by 2 instead of reduced by 2.

Special Qualities: A fast zombie does not gain the staggered special quality.

JUJU ZOMBIE (CR +1)

A juju zombie is an animated corpse of a creature, created to serve as an undead minion, that retains the skills and abilities it possessed in life.

CREATING A JUJU ZOMBIE

"Juju zombie" is an acquired template that can be added to any living corporeal creature, referred to hereafter as the base creature.

CR: As base creature +1.

Alignment: Any evil.

Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes and subtypes that indicate kind.

Armour Class: A juju zombie gains a +3 bonus to its natural armour over the base creature's natural armour bonus.

Hit Dice: Change all the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, juju zombies use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: Juju zombies gain channel resistance +4, DR 5/magic and slashing (or DR 10/magic and slashing if it has 11 HD or more) and fire resistance 10. They are immune to cold, electricity and *magic missile*.

Speed: A winged juju zombie's manoeuvrability drops to clumsy. If the base creature flew magically, its fly speed is unchanged. Retain all other movement types.

Attacks: A juju zombie retains all the natural weapons, manufactured weapon attacks and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the juju zombie's size, but as if it were one size category larger than its actual size.

Abilities: Increase from the base creature as follows: Str +4, Dex +2. A juju zombie has no Con score; as an undead, it uses its Charisma in place of Constitution when calculating hit points, Fortitude saves or any special ability that relies on Constitution.

Feats: A juju zombie gains Improved Initiative and Toughness as bonus feats.

Skills: A juju zombie gains a +8 racial bonus on all Climb checks.

PLAGUE ZOMBIE (CR +0)

These zombies carry a terrible disease that perpetuates their undead lineage—those infected by a plague zombie's contagion rise as zombies themselves when they perish.

Defensive Abilities: A plague zombie does not gain DR 5/slashing.

Special Actions: A plague zombie gains the following Special Actions.

Death Burst (Ex): When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Su): The slam attack – as well as any other natural attacks – of a plague zombie carries the zombie rot disease.

Zombie rot: slam; *save* Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

SIMPLE VARIANTS

Most of these variant zombies first appeared in *Classic Horrors Revisited*.

ACID ZOMBIE (CR +1)

The flesh of an acid zombie constantly oozes caustic acid. An acid zombie's melee attacks deal an additional 1d6 acid damage, and anyone striking an acid zombie with an unarmed strike or natural attack takes 1d6 acid damage. Acid zombies gain immunity to acid. An acid zombie's Charisma is 12.

Other energy types zombies, such as electric zombies or frost zombies, can be created in a similar fashion.

ALCHEMICAL ZOMBIE (CR +1)

This zombie has been created through alchemical processes rather than necromantic magic. Positive energy has less effect on an alchemical zombie, giving it channel resistance +2. Its alchemically treated flesh is also more resistant to damage, granting it an additional +2 bonus to its natural Armour Class above that which it gains based on its size.

ARCHER ZOMBIE (CR +0)

Zombie archers are a welcome addition to any undead army, but are only found as zombie lords, because unintelligent zombies cannot wield bows competently enough. Zombie archers gain Point-Blank Shot and Precise Shot as bonus feats.

ARMoured ZOMBIE (CR +0)

Armoured zombies are normal zombies given heavier varieties of armour and weapons to serve as elite troops in undead armies. Assume the base creature was proficient in the armour and weapons before they died. Armoured zombies must still abide by the standard treasure or NPC wealth guidelines.

BRAIN-EATING ZOMBIE (CR +0)

These terrifying zombie variants feed on humanoid brains. They gain a bite attack that deals damage based on the zombie's size, and the grab special attack, usable against opponents of the zombie's own size or smaller. When an opponent dies, the zombie uses its next turn to feast upon its victim's brain, making spells that require a complete corpse (such as raise dead) useless. Anyone killed after being bitten by a brain-eating zombie rises as a brain-eating zombie in 2d6 hours unless the corpse is blessed or similar preventative measures are taken.

CURSED ZOMBIE (CR +1)

Created as the result of a powerful curse rather than through necromantic spells, cursed zombies can bestow a curse upon

their victims. A cursed zombie gains the curse special attack, delivered with its slam attack.

Zombie Curse (Su) slam; save Will DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; *frequency* —; effect as *bestow curse*; *cure* see *bestow curse*.

EXPLODING ZOMBIE (CR +0)

An exploding zombie detonates in a burst of bone, flesh and gore when it is reduced to 0 hit points. Anyone within 10 feet of the zombie when it is destroyed takes 1d6 damage per hit die of the zombie. A Reflex save (DC 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier) halves this damage.

GASBURST ZOMBIE (CR +1)

These bloated zombies are filled with toxic gas. When a gasburst zombie dies, it explodes in a cloud of noxious vapours. These noxious vapours fill a 10-foot cube surrounding the zombie. Gasburst zombies are commonly filled with burnt other fumes (DC 18) or ungod dust (DC 15), but any poisonous gas may be used. Gas burst zombies have DR piercing/5 instead of DR slashing/5.

HOST CORPSE ZOMBIE (CR +0)

This zombie has been infested with a swarm of vermin or Tiny undead creatures that it releases from its body. Zombie hosts frequently have the following swarms inside their rotting husks (but have no more than one swarm at a time):

Bestiary 1: centipede swarm (CR 4), spider swarm (CR 1), wasp swarm (CR 3)

Bestiary 2: cockroach swarm (CR 2)

Bestiary 3: hellwasp swarm (CR 8)

Note: The swarm's CR counts as a separate creature when designing an encounter. Award separate XP for the swarms. It is recommended that swarms be matched to the CR of the host creature. For example, a CR 1 zombie should host a CR 1 spider swarm (creating an EL 3 encounter).

MUDRA ZOMBIE (CR +1 OR +2)

Sometimes known as "whirlwind zombies," mudra zombies are created with four or more arms, each capable of wielding a weapon. A mudra zombie's Dexterity remains the same (instead of being adjusted by -2), and it gains Multiweapon Fighting and Weapon Finesse as bonus feats.

For a CR modifier of +2, it possesses an additional pair of arms (i.e. six total arms for a normal humanoid). Note: This variant should only be used with zombies that have the fast or relentless variants, or that have the zombie lord template.

PRESERVED ZOMBIE (CR +0)

As part of the animation process of a zombie, *gentle repose* is cast after *animate dead*. The spells are modified slightly during casting. The effect is that an animated zombie permanently remains in the state that it did when animated, instead of rotting over time, so it is mostly cast on the freshly dead.

RELENTLESS ZOMBIE (CR +1)

These have all the powers of fast zombies, and also gain a Climb speed equal to half the base creature's land speed, the scent special ability, a +4 racial bonus to Survival checks to track by smell and two additional Hit Dice.

UNDER-EQUIPPED ZOMBIE (CR -1)

Under-equipped zombies are normal zombies with armour and weapons that have the *broken* quality. This means that the zombies have significant penalties, and as such are weaker than standard zombies. Note that broken equipment value is 75% that of unbroken equipment; refer to the *Pathfinder Core Rulebook* for more details on the broken condition.

VOID ZOMBIE (CR +1)

A void zombie is created when a humanoid is bitten by an akata (from *Bestiary 2*) and dies as a result of becoming infected with the void death disease. A void zombie is a *fast zombie* with a secondary "tongue" attack (actually the larval akata's feeding tendrill) and the blood drain special attack.

Speed: Increase the base creature's land speed by 10 feet.

Defensive Abilities: A void zombie does not gain DR 5/slashing.

Attacks: A void zombie gains a secondary tongue attack for 1d6 damage. This follows normal rules for a secondary natural attack.

Special Actions: A void zombie gains the following Special Actions.

Quick Strikes (Ex): Whenever a void zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Blood Drain (Ex): If a void zombie hits a living creature with its tongue attack, it drains blood, dealing 2 Strength damage before the tongue detaches.

Special Qualities: A void zombie does not gain the staggered special quality.

Note: Do not apply any other variants to a void zombie. Only low CR creatures are likely to fall victim to an akata.

YELLOW MUSK ZOMBIE (CR +0)

A yellow musk zombie is a rotting creature from which wet green vines have sprouted. Treat a yellow musk zombie as a standard zombie, but with this special quality.

Plant Traits (Ex) This zombie's animation is provided not by necromancy but by the plant that grows throughout its body. Yellow musk zombies lack undead traits, but gain plant traits. They are treated as plants, not undead, for the resolution of magical effects and attacks. Channel energy cannot harm a yellow musk zombie, for example, nor does negative energy heal a yellow musk zombie.

Note: Do not apply any other variants to a yellow musk zombie. Only weak (i.e. low CR) creatures are likely to fall victim to a yellow musk creeper.



SUITABLE BASE CREATURES

Many of the creatures on the list are rare, and become rarer the more powerful the Challenge Rating becomes. Acquiring a particular corpse of a monster may, therefore, be difficult (especially for those from other planes). While zombies are not necessarily restricted to the environment of the base creature, it should be borne in mind that there are practical difficulties in moving a creature a great distance. Of course, it's always possible that some merchants specialise in transporting monster corpses; the spells *decompose corpse* and *restore corpse* (*Ultimate Magic*) are immeasurably useful in such endeavours.

Devourers (*Bestiary 1*), night hag covens (*Bestiary 1*), sepids (div) (*Bestiary 3*), and thanadaemons (*Bestiary 2*) are extraplanar creatures with *animate dead* as a spell-like ability. Such creatures could easily scour the sites of battles on the fiendish planes, and animate the dead bodies of celestials and fiends. Material Plane creatures with the *animate dead* ability include hag covens (*Bestiary 1*), pukwudgies (*Bestiary 3*), tzitzimitl (*Bestiary 3*), and zuvembies (*Bestiary 3*). Of course, wizards and priests also have access to *animate dead*, and depending on their power may animate any kind of creature.

In this lists below some creature are primarily encountered in water. They are denoted thus:

A: These creatures are aquatic subtype.

W: A creature with the water subtype.

CR 1/4 (1 RACIAL HD)

Bestiary: bat, cat, hawk, lizard, monkey, owl, poison frog, rat, raven, stirge, toad, viper, weasel

Bestiary 2: brownie, compsoognathus [dinosaur], grig, jinkin [gremlin], pugwampi [gremlin], snapping turtle (A), vexgit [gremlin]

Bestiary 3: flying squirrel, fox, fuath [gremlin] (A), otter (A), porcupine, raccoon, sagari, skunk, sprite

CR 1/2 (0 RACIAL HD)

Core Rulebook: dwarf, elf, gnome, half-elf, half-orc, halfling, human

Bestiary: aasimar, drow, duergar, goblin, hobgoblin, kobold, merfolk (A), orc, svirfneblin, tengu, tiefling

Bestiary 2: dhampir, fetchling, gripli, ifrit, oread, sylph, undine

Bestiary 3: catfolk, ratfolk, sulis, vanara, vishkanya

CR 1/2 (2 RACIAL HD)

Bestiary: dire rat, dog, eagle, goblin dog, fire beetle, giant centipede, mite, pseudodragon

Bestiary 2: baboon [primate], badger, giant cockroach, giant maggot, grindylow, silvanshee [agathion]

Bestiary 3: antelope [herd animal], atomie, carbuncle, goat, great horned owl, kangaroo [marsupial], pig, thylacine [marsupial], vulture, zoog

CR 1 (3 RACIAL HD)

Bestiary: boar, darkmantle**, dolphin (A), dretch [demon], electric eel (A), giant ant, giant frog, gnoll, imp [devil], hyena, lemure [devil], lizardfolk, octopus (A), quasit [demon], riding dog, sahuagin (A), skum (A), troglodyte, venomous snake, wolf

Bestiary 2: akata, azer, cacodaemon, gar (A), giant fly, giant solifugid, giant tick, gryph, krenshar, locathah (A), lyriaken [azata], mongrelman, ram [herd animal], reefclaw (A), slurk, stingray (A), voidwurm [protean]

Bestiary 3: dire corby, doru [div], elk [herd animal], faerie dragon, ghost scorpion, giant crab spider, giant gecko [lizard], goblin snake, nixie (A), tripurasura [asura]

Dragons: wyrmling black (W), crystal, or white

CR 1 (4 RACIAL HD)

Bestiary: boggard, bugbear, cave fisher, cheetah [cat], choker, constrictor snake, derro, giant crab (A), giant leech**, giant spider, horse, leopard [cat], mephit [ooze (W), water (W)], monitor lizard, morlock, pony [horse], shocker lizard, squid (A), wolverine

Bestiary 2: camel [herd animal], hippocampus (A), blindheim, blink dog, cave scorpion, dire badger, giant bee, nuglub [gremlin], sinspawn, skulk, triton (W), urdefhan

Bestiary 3: faun, giant porcupine, jackalwere, kappa (A), sasquatch, tatzlwurm

Dragons: wyrmling brass, brine (W), or underworld

CR 2 (5 RACIAL HD)

Bestiary: ankheg, aurochs [herd animal], crocodile (A), deinonychus [dinosaur], doppelganger, ettercap, gorilla [ape], hell hound, pixie, sea hag (A), worg, yeth hound

Bestiary 2: accuser devil, chupacabra, d'ziriak, forlarren, fungal crawler, giant toad, hippogriff, leprechaun, manta ray (A), quickling, spriggan

Bestiary 3: adaro (A), adherer, axe beak, ceratioidi, giant rot grub [parasite], kech, trollhound

Dragons: wyrmling copper, green, magma, or sea (W)

CR 2 (6 RACIAL HD)

Bestiary: cockatrice, centaur, dire ape, dire bat, dire hyena, gargoyle**, giant eagle, giant mantis, giant wasp, ogre, pegasus, rust monster, shark (A), unicorn

Bestiary 2: aranea, bunyip (A), faceless stalker, giant dragonfly nymph (A), grick, peryton, serpentfolk, freshwater merrow (A), megaloceros [megafauna], mobat

Bestiary 3: agash [div], dimetrodon [dinosaur], disenchanter, giant chameleon [lizard], flail snail**, kuwa [oni], moss troll, river drake (A, W), schir [demon], tanuki, thraie soldier, voonith (A)

Dragons: very young black (W), crystal, or white

CR 3 (7 RACIAL HD)

Bestiary: babau [demon], barghest, bearded devil, bison [herd animal], dire boar, dire wolf, dire wolverine, dryad**, giant scorpion, griffon, grizzly bear, hound archon, janni [genie], lion, owlbear, pteranodon [dinosaur], rhinoceros

Bestiary 2: devilfish, dust digger, forest drake, giant black widow [spider], gloomwing, howler, albino cave solifugid, decapus, korred, pech, tentamort**

Bestiary 3: cecaelia (A), dandasuka [rakshasa], giant skunk, giant vulture, kamadan, pachycephalosaurus [dinosaur], shadow mastiff, spider eater, tojanida (W), vodyanoi (A), vulnudaemon

Dragons: very young brass, brine (W), or underworld; wyrmling blue, bronze (W), cloud, or sky

CR 3 (8 RACIAL HD)

Bestiary: basilisk, bralani [azata], cloaker, harpy, manticores, minotaur, nightmare, otyugh, phase spider, tiger, troll, winter wolf, xorn, yeti

Bestiary 2: amphisbaena, emperor cobra [snake], flame drake, giant dragonfly, giant whiptail centipede, ice troll, kelpie, leucrotta, mercane, slicer beetle, vulpinal [agathion]

Bestiary 3: sabosan

Dragons: very young copper, green, magma, or sea (W); wyrmling forest, red, silver or umbral; young black (W), crystal, or white

CR 4 (9 RACIAL HD)

Bestiary: djinni [genie], giant frilled lizard, giant moray [eel] (A), giant stag beetle, girallon, intellect devourer, hydra (5-HD), kyton, lillend [azata], medusa, night hag, nymph, salamander, satyr, succubus [demon], wyvern

Bestiary 2: achaierei, giant mosquito, giant queen bee, glacier toad, hippopotamus, lurker in light, redcap, rock troll, sea drake (A), shoggti [qliphoth], siren, witchwyrd

Bestiary 3: annis hag, derhii, cerberi, incubus [demon], legion archon, maftet

Dragons: very young blue, bronze (W), cloud, or sky; wyrmling gold or sovereign; young brass, brine (W), or underworld

CR 4 (10 RACIAL HD)

Bestiary : dire lion, erinyes (devil), gorgon, green hag, hydra (6-HD), nabassu [demon], ogre mage [oni], woolly rhinoceros, xill

Bestiary 2: avoral [agathion], charda (A), ceustodaemon, death worm, frost drake, gray render, mothman, parasaurolaphus [dinosaur]

Bestiary 3: adhukait [asura], ahuitzotl (A), caulborn, giant ant lion, giant owl, hieracosphinx, hodag, lunar naga, marai [rakshasa], pairaka [div], pukwudgie, water naga (A)

Dragons: juvenile black (W), crystal, or white; very young forest, red, silver or umbral; young copper, green, magma, or sea (W)

CR 5 (11 RACIAL HD)

Bestiary: chimera, drider, greater barghest, hydra (7-HD), lamia, rakshasa, shaitan [genie], vrock [demon]

Bestiary 2: arsinotherium [megafauna], axiomite, denizen of Leng, gylptodon [megafauna], hellcat, hound of Tindalos, kalavakus [demon], nyogoth [qliphoth], tenebrous worm, giant gar (A), megatherium [megafauna], naunet [protean], piscodaemon, saltwater merrow (A), seugathi, shield archon, wood giant

Bestiary 3: archelon [megafauna] (A), baku, cave giant, desert drake, dragonne, kirin, lammasu, ogre spider, stymphalides

Dragons: juvenile brass, brine (W), or underworld; very young gold or sovereign

CR 5 (12 RACIAL HD)

Bestiary: aboleth (A), bone devil, bulette, chuul, cyclops, dark naga, dire bear, efreeti [genie], ettin, hezrou [demon], hill giant, hydra (8-HD), spirit naga

Bestiary 2: dragon horse, hydrodaemon (A), jyoti, leukodaemon, neh-thalgg

Bestiary 3: criosphinx, garuda, girtablilu, shark-eating crab (A)

Dragons: juvenile copper, green, magma, or sea (W); young blue, bronze (W), cloud, or sky

CR 6 (13 RACIAL HD)

Bestiary: barbed devil, hydra (9-HD), orca [dolphin] (A), remorhaz

Bestiary 2: aurumvorax, movanic deva [angel], nereid (W)

Bestiary 3: iguanadon [dinosaur], iku-turso (A), nephilim, nuckelavee (A), rift drake, shedu, upasunda [asura]

Dragons: young forest, red, silver or umbral; young adult black (W), crystal, or white

CR 6 (14 RACIAL HD)

Bestiary: ankylosaurus [dinosaur], behir, couatl, elasmosaurus [dinosaur] (A), ghaele [azata], giant octopus (A), guardian

naga, gynosphinx, hydra (10-HD), marid [genie] (W), Nessian hell hound, roper**, stone giant

Bestiary 2: chernobue [qliploth], destrachan, lamia matriarch, marsh giant

Bestiary 3: cold rider, contract devil, deadfall scorpion, giant adult ant lion, megalania [megafauna], nue, shira [div], siyokoy (A), zuishin [kami]

Dragons: juvenile blue, bronze (W), cloud, or sky; young gold or sovereign; young adult brass, brine (W), or underworld

CR 6 (15 RACIAL HD)

Bestiary: elephant, hydra (11-HD), trumpet archon

Bestiary 2: allosaurus [dinosaur], goliath stag beetle, imentesh [protean], leonal [agathion], monadic deva [angel], shantak

Bestiary 3: androsphinx, desert giant, jorogumo, thraie seer

Dragons: adult black (W), crystal, or white; juvenile forest, red, silver or umbral; young adult copper, green, magma, or sea (W)

CR 6 (16 RACIAL HD)

Bestiary: astral deva [angel], bebilith, dire tiger, dragon turtle (A), frost giant, giant slug**, giant squid (A), glabrezu [demon], hydra (12-HD), ice devil, stegosaurus [dinosaur]

Bestiary 2: catoblepas, derghodaemon, giant tarantula [spider], handmaiden devil, meladaemon, thanadaemon**, tylosaurus [dinosaur] (A), yrthak

Bestiary 3: adlet, ash giant, baluchitherium [megafauna], ghawwas [div] (A), moon-beast, sleipnir

Dragons: adult brass, brine (W), or underworld; juvenile gold or sovereign

CR 7 (17 RACIAL HD)

Bestiary: fire giant, horned devil

Bestiary 2: gug, giant snapping turtle (A), shining child, water orm (A)

Bestiary 3: coloxus [demon], ghorazagh, mobogo (A), sepid [div], valkyrie

Dragons: adult copper, green, magma, or sea (W); mature adult black (W), crystal, or white

CR 7 (18 RACIAL HD)

Bestiary: dire crocodile, cauchemar [nightmare], marilith [demon], mastodon, nalfeshnee [demon], triceratops [dinosaur]

Bestiary 2: athach, augnagar [qliploth], behemoth hippopotamus, cetaceal [agathion](A), giant anaconda [snake]

Bestiary 3: aghasura [asura], baregara, bogeyman, crucidaemon**, ice yai [oni], lukwata (A), royal naga

Dragons: young adult blue, bronze (W), cloud, or sky; mature adult brass, brine (W), or underworld

CR 7 (19 RACIAL HD)

Bestiary: planetar [angel]

Bestiary 2: astradaemon, belier devil, Leng spider, taiga giant

Bestiary 3: fire yai [oni], jungle giant, popobala, tarry demodand

Dragons: mature adult copper, green, magma, or sea (W); young adult forest, red, silver or umbral

CR 7 (20 RACIAL HD)

Bestiary: cloud giant, froghemoth

Bestiary 2: brigidine** [azata], frost worm, immolation devil, thunderbird, titan centipede

Bestiary 3: azruverda, jotund troll, peri, tatarka [rakshasa]

Dragons: adult blue, bronze (W), cloud, or sky; young adult gold or sovereign

CR 8 (21 RACIAL HD)

Bestiary: crag linnorm, dire shark (A), sea serpent (A)

Bestiary 2: purrodaemon, star archon, vemerak, vrolikai [demon], whale (A)

Bestiary 3: gorynych, great cyclops, maharaja [rakshasa], rusalka (A)

Dragons: adult forest, red, silver or umbral; old black (W), crystal, or white

CR 8 (22 RACIAL HD)

Bestiary: pit fiend [devil], purple worm, roc

Bestiary 2: charybdis, thrasfyr, thulgant [qliploth]

Bestiary 3: akhlut (A), fjord linnorm (A), kongamato, norn, slimy demodand

Dragons: adult gold or sovereign; mature adult blue, bronze (W), cloud, or sky; old brass, brine (W), or underworld

CR 8 (23 RACIAL HD)

Bestiary: storm giant

Bestiary 2: shemhazian [demon]

Bestiary 3: basilosaurus [megafauna]

Dragons: mature adult forest, red, silver, or umbral; old copper, green, magma, or sea (W); very old black (W), crystal, or white

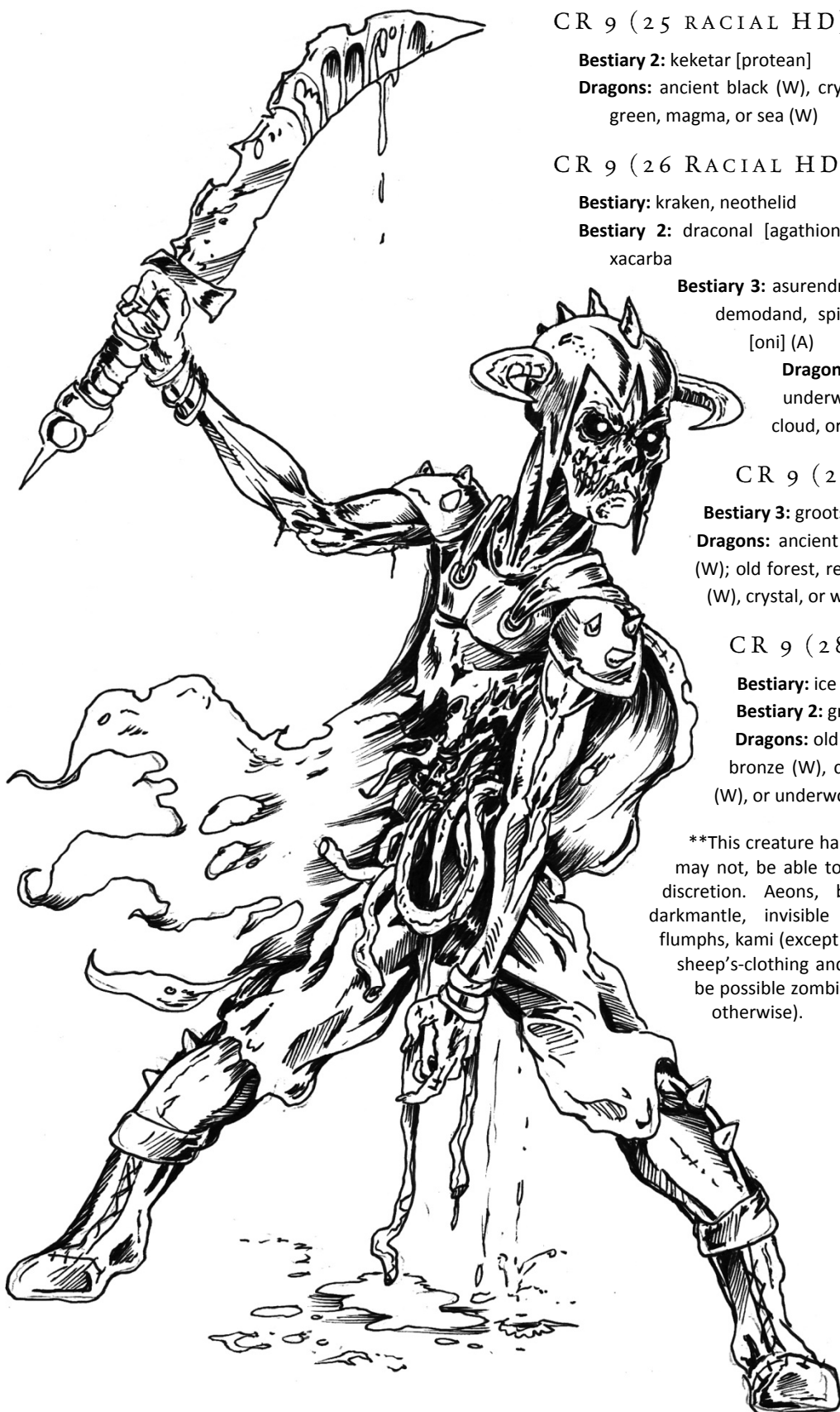
CR 8 (24 RACIAL HD)

Bestiary: brachiosaurus [dinosaur], solar [angel], tyrannosaurus [dinosaur]

Bestiary 2: scylla

Bestiary 3: jubjub bird, shinigami, shipwrecker crab (A)

Dragons: mature adult gold or sovereign; very old brass, brine (W), or underworld



CR 9 (25 RACIAL HD)

Bestiary 2: kekatar [protean]

Dragons: ancient black (W), crystal, or white; very old copper, green, magma, or sea (W)

CR 9 (26 RACIAL HD)

Bestiary: kraken, neothelid

Bestiary 2: draconal [agathion], olethrodaemon, rune giant, xacarba

Bestiary 3: asurendra [asura], cairn linnorm, shaggy demodand, spinosaurus [dinosaur], water yai [oni] (A)

Dragons: ancient brass, brine (W), or underworld; old blue, bronze (W), cloud, or sky

CR 9 (27 RACIAL HD)

Bestiary 3: grootslang, void yai [oni]

Dragons: ancient copper, green, magma, or sea (W); old forest, red, silver, or umbral; wyrm black (W), crystal, or white

CR 9 (28 RACIAL HD)

Bestiary: ice linnorm

Bestiary 2: great white whale (A)

Dragons: old gold or sovereign; very old blue, bronze (W), cloud, or sky; wyrm brass, brine (W), or underworld

****This creature has an odd physiology and may, or may not, be able to become a zombie at the GM's discretion. Aeons, belker, some qlippoths, rast, darkmantle, invisible stalkers, mimics, vargouilles, flumphs, kami (except zuishin), kytan variants, wolf-in-sheep's-clothing and yithians all seem too weird to be possible zombies (but as always a GM may rule otherwise).**

CR 1/2 ZOMBIES

DIRE RAT ZOMBIE

CR 1/2 (XP 200)

This filthy rotting rat is the size of a small dog. It has a threadbare coat of coarse fur and a long and scabby tail.

NE Small undead

Init +2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft., climb 20 ft., swim 20 ft.; staggered; **ACP** 0; Acrobatics +2 (+6 jumping), Climb +10, Swim +10

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 14, touch 13, flat-footed 12; **CMD** 13 (17 vs. trip)
(+2 Dex, +1 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +2, **Will** +3

hp 12 (2 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee bite +3 (1d4+1) or

Melee slam +3 (1d4+1)

Abilities Str 12, Dex 15, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

DOG ZOMBIE

CR 1/2 (XP 200)

This small dog has a moulting rough coat and a dull, hungry look in its dark brown eyes.

NE Small undead

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; staggered; **ACP** 0; Acrobatics +0 (+4 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 11, flat-footed 12; **CMD** 12 (16 vs. trip)
(+1 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +0, **Will** +3

hp 12 (2 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee bite +4 (1d4+3) or

Melee slam +4 (1d4+3)

Abilities Str 15, Dex 11, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

DROW ZOMBIE

CR 1/2 (XP 200)

This dark-skinned elf is missing chunks of flesh from its torso.

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; staggered; **ACP** -2

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 17, touch 11, flat-footed 16; **CMD** 14
(+3 armour [studded leather], +1 Dex, +2 natural, +1 shield [light steel])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects object or is harmless); **Weakness** light blindness

Light Blindness (Ex) Drow are blinded for 1 round when exposed to bright light and are dazzled as long as they remain in such areas.

Fort +0, **Ref** +13, **Will** +3

hp 12 (2 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee rapier +3 (1d6+2/18-20) or

Melee slam +3 (1d6+2)

Abilities Str 15, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

DWARF ZOMBIE

CR 1/2 (XP 200)

This obviously dead dwarf has rotting flesh and carries a blood-stained battleaxe.

NE Medium undead

Init -1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft.; staggered; **ACP** -6; Acrobatics -7 (-11 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 18, touch 9, flat-footed 19; **CMD** 12
(+5 armour [scale mail], -1 Dex, +2 natural, +2 shield [heavy steel])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** -1, **Will** +3

hp 12 (2 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee battleaxe +3 (1d8+2/x3) or

Melee slam +3(1d6+2)

Abilities Str 15, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

ELF ZOMBIE

CR 1/2 (XP 200)

This elf's lank hair hangs down over a once handsome rotting, sunken face.

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 30 ft.; staggered; **ACP** -1; Acrobatics +0**Staggered (Ex)** Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.**AC** 16, touch 11, flat-footed 17; **CMD** 14

(+3 armour [studded leather], +1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)**Fort** +0, **Ref** +1, **Will** +3**hp** 12 (2 HD); **DR** slashing/5**Space** 5 ft.; **Base Atk** +1; **CMB** +3**Melee** elven curve blade +3 (1d10+3/18-20) or**Melee** slam +3 (1d6+3)**Abilities** Str 15, Dex 12, Con —, Int —, Wis 10, Cha 10**Feats** Toughness^B**EXPLODING HALFLING ZOMBIE** CR 1/2 (XP 200)

This rotting halfling's belly is strangely distended – even for a halfling!

NE Small undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 20 ft.; staggered; **ACP** -1; Acrobatics +0 (-4 jumping)**Staggered (Ex)** Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.**AC** 17, touch 12, flat-footed 17; **CMD** 12

(+3 armour [studded leather], +1 Dex, +2 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)**Fort** +0, **Ref** +1, **Will** +3**hp** 12 (2 HD); **DR** slashing/5**Detonation (Ex)** When an exploding zombie is reduced to 0 hit points, it detonates in a burst of bone, flesh and gore. Anyone within 10 feet of the zombie when it is destroyed takes 2d6 damage (DC 11 Reflex halves).**Space** 5 ft.; **Base Atk** +1; **CMB** +1**Melee** glaive (reach 10 ft.) +3 (1d8+1/x3) or**Melee** slam +3 (1d4+1)**Abilities** Str 13, Dex 12, Con —, Int —, Wis 10, Cha 10**Feats** Toughness^B**FAST HUMAN ZOMBIE**

CR 1/2 (XP 200)

The putrid stench of death emanates from this shambling corpse.

The creature's pale flesh is rotting from its body and it regards you with dull, hate-filled eyes.

NE Medium undead

Init +2 **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 40 ft.; **ACP** -3; Acrobatics -1 (+3 jumping)**AC** 19, touch 12, flat-footed 17; **CMD** 16

(+3 armour [studded leather], +2 Dex, +2 natural, +2 shield [heavy steel])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)**Fort** +0, **Ref** +2, **Will** +3**hp** 12 (2 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** +4**Melee** longsword +4 (1d8+3/19-20) or**Melee** slam +4 (1d6+4)**Atk Options** quick strike**Quick Strike (Ex)** Whenever a fast zombie makes a full-attack, it can make one additional slam attack.**Abilities** Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10**Feats** Toughness**GNOME ZOMBIE**

CR 1/2 (XP 200)

Pallid-skinned gnome clutches a warhammer in one rotting hand.

NE Small undead

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 20 ft.; staggered; **ACP** -2; Acrobatics -2 (-6 jumping)**Staggered (Ex)** Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.**AC** 18, touch 12, flat-footed 17; **CMD** 11

(+3 armour [studded leather], +1 Dex, +2 natural, +1 shield [light steel], +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)**Fort** +0, **Ref** +0, **Will** +3**hp** 12 (2 HD); **DR** slashing/5**Space** 5 ft.; **Base Atk** +1; **CMB** +1**Melee** warhammer +3 (1d6+1/x3) or**Melee** slam +3 (1d4+1)**Abilities** Str 13, Dex 10, Con —, Int —, Wis 10, Cha 10**Feats** Toughness^B

GOBLIN ZOMBIE CR 1/2 (XP 200)
This small and scrawny, humanoid body has a wide, ungainly head. Its skin is rotting and bears many small cuts.

NE Small undead

Init +2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; staggered; **ACP** -2

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 18, touch 13, flat-footed 16; **CMD** 13
(+3 armour [studded leather], +2 Dex, +1 natural, +1 shield [light steel], +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +2, **Will** +3

hp 12 (2 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee short sword +3 (1d4+1/19-20) or

Melee slam +3 (1d4+1)

Abilities Str 13, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

HALF-ORC ZOMBIE CR 1/2 (XP 200)
This half-orc's rotting skin is a dull gray in hue.

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; staggered; **ACP** -4

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 17, touch 10, flat-footed 17; **CMD** 14
(+3 armour [studded leather], +2 natural, +2 shield [heavy steel])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +0, **Will** +3

hp 12 (2 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee scimitar +4 (1d6+3/18-20) or

Melee slam +4 (1d6+3)

Abilities Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

HALFLING ZOMBIE CR 1/2 (XP 200)
This small humanoid wears ragged blood-stained clothes.

NE Small undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft.; staggered; **ACP** -1; Acrobatics +0 (-4 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 17, touch 12, flat-footed 17; **CMD** 12
(+3 armour [studded leather], +1 Dex, +2 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +1, **Will** +3

hp 12 (2 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee glaive (reach 10 ft.) +3 (1d8+1/x3) or

Melee slam +3 (1d4+1)

Abilities Str 13, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

HOBGOBLIN ZOMBIE CR 1/2 (XP 200)
This muscular humanoid wears slashed and torn studded leather armour.

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; staggered; **ACP** -2

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 17, touch 11, flat-footed 16; **CMD** 14
(+3 armour [studded leather], +1 Dex, +2 natural, +1 shield [light steel])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +1, **Will** +3

hp 12 (2 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee longsword +3 (1d8+2/19-20) or

Melee slam +3 (1d6+2)

Abilities Str 15, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

HUMAN ZOMBIE

CR 1/2 (XP 200)

This slack-jawed human wears a dented breastplate and clutches a blood-soaked greatsword in both hands.

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 30 ft.; staggered; **ACP** -1; Acrobatics -1

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 15, touch 10, flat-footed 15; **CMD** 14

(+3 armour [studded leather], +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +0, **Will** +3**hp** 12 (2 HD); **DR** slashing/5**Space** 5 ft.; **Base Atk** +1; **CMB** +4**Melee** greatsword +4 (2d6+4/19-20) or**Melee** slam +4 (1d6+4)**Abilities** Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10**Feats** Toughness^B**KOBOLD ZOMBIE**

CR 1/2 (XP 200)

This short, reptilian humanoid has faded scaled skin, a rotting snout filled with tiny teeth and a long tail.

NE Small undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 30 ft.; staggered; **ACP** 0

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 15, touch 12, flat-footed 13; **CMD** 11

(+2 armour [leather armour], +1 Dex, +1 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Weakness** light sensitivity

Light Sensitivity (Ex) Kobolds are dazzled in bright light.**Fort** +0, **Ref** +1, **Will** +3**hp** 12 (2 HD); **DR** slashing/5**Space** 5 ft.; **Base Atk** +1; **CMB** +0**Melee** spear +2 (1d6) or**Melee** slam +2 (1d4)**Abilities** Str 11, Dex 12, Con —, Int —, Wis 10, Cha 10**Feats** Toughness^B**MERFOLK ZOMBIE**

CR 1/2 (XP 200)

This rotting woman was once beautiful but is now a hideous sight. She has the lower torso of a long, slender fish.

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 5 ft., swim 50 ft.; staggered; **ACP** 0; Acrobatics +1 (-7 jumping), Swim +10

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 15, touch 11, flat-footed 14; **CMD** 14

(+2 armour [leather armour], +1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +1, **Will** +3**hp** 12 (2 HD); **DR** slashing/5**Space** 5 ft.; **Base Atk** +1; **CMB** +3**Melee** trident +3 (1d8+3) or**Melee** slam +3 (1d6+3)**Abilities** Str 15, Dex 12, Con —, Int —, Wis 10, Cha 10**Feats** Toughness^B**ORC ZOMBIE**

CR 1/2 (XP 200)

This savage creature looks like a bestial version of a savage human, with rotting green-gray skin and greasy black hair.

NE Medium undead

Init -1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 30 ft.; staggered; **ACP** -1

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 14, touch 9, flat-footed 15; **CMD** 14

(+3 armour [studded leather], -1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Weakness** light sensitivity

Light Sensitivity (Ex) Orcs are dazzled in bright light.**Fort** +0, **Ref** -1, **Will** +3**hp** 12 (2 HD); **DR** slashing/5**Space** 5 ft.; **Base Atk** +0; **CMB** +5**Melee** falchion +5 (2d4+6/18-20) or**Melee** slam +5 (1d6+6)**Abilities** Str 19, Dex 8, Con —, Int —, Wis 10, Cha 10**Feats** Toughness^B

ARMoured GNOLL ZOMBIE CR 1 (XP 400)
Hunched and feral, this furred, hyena-headed humanoid stands slightly taller than the average human.

NE Medium undead

Init -1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; staggered; **ACP** -6

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 18, touch 9, flat-footed 19; **CMD** 14
 (+7 armour [banded mail], -1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** +0, **Will** +3

hp 16 (3 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +2; **CMB** +5

Melee halberd (reach 10 ft.) +5 (1d10+4/x3) or

Melee slam +5 (1d6+4)

Abilities Str 17, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

BUGBEAR ZOMBIE CR 1 (XP 400)
This dark-furred creature raises a spiked morningstar, its tiny, milk-white eyes glittering with the thrill of the coming kill.

NE Medium undead

Init +0; **Senses** darkvision 60 ft., scent; Perception +0, Sense Motive +0

Speed 30 ft.; staggered; **ACP** 0

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 15, touch 10, flat-footed 15; **CMD** 17
 (+2 armour [leather], +2 natural, +1 shield)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** +1, **Will** +4

hp 22 (4 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +3; **CMB** +7

Melee morningstar +7 (1d8+4) or

Melee slam +7 (1d6+4)

Abilities Str 18, Dex 11, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

DOLPHIN ZOMBIE CR 1 (XP 400)
This streamlined, fish-like mammal has sparkling eyes over a smiling mouth filled with hundreds of teeth.

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed swim 80 ft.; staggered; **ACP** 0; Swim +10

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 11, flat-footed 12; **CMD** 15
 (+1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** +2, **Will** +3

hp 16 (3 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee bite +4 (1d4+3) or

Melee slam +4 (1d6+3)

Abilities Str 14, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

FAST WOLF ZOMBIE CR 1 (XP 400)
This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

NE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 60 ft.; **ACP** 0; Acrobatics +3 (+11 jumping)

AC 15, touch 13, flat-footed 12; **CMD** 17 (+21 vs. trip)
 (+3 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** +4, **Will** +3

hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee bite +4 (1d6+3 plus trip) or

Melee slam +4 (1d6+3)

Atk Options quick strikes, trip

Quick Strikes (Ex) Whenever the zombie takes a full attack action, it can make one additional slam attack at its highest attack bonus.

Trip (Ex [free]) A fast zombie wolf can trip its opponent without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the wolf is not tripped in return.

Abilities Str 15, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

HUMAN VOID ZOMBIE CR 1 (XP 400)

This obviously dead human moves with great speed. A purple-black, barbed tongue extends from its gaping mouth.

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** -4; Acrobatics +2 (+6 jumping)

AC 20, touch 12, flat-footed 18; **CMD** 16

(+4 armour [chain shirt], +2 Dex, +2 natural, +2 shield [heavy steel])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +2, **Will** +3

hp 12 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee longsword +4 (1d8+4/19-20) and tongue -1 (1d6+1 plus blood drain) or

Melee slam +4 (1d6+3) and tongue -1 (1d6+1 plus blood drain)

Atk Options blood drain, quick strikes

Blood Drain (Ex) If a void zombie hits a living creature with its tongue attack, it drains blood, dealing 2 Strength damage.

Quick Strikes (Ex) Whenever the zombie takes a full attack action, it can make one additional slam attack at its highest attack bonus.

Abilities Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

TROGLODYTE ZOMBIE CR 1 (XP 400)

This humanoid's scaly hide is dull gray. It has a long tail and crests on its head and back. The stench of death surrounds it.

NE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft. staggered; **ACP** 0

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 10, flat-footed 12; **CMD** 12
(+2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** -1, **Will** +3

hp 16 (3 HD); **DR** slashing/5

Space 5 ft. (stench 30 ft.); **Base Atk** +2; **CMB** +4

Stench (Ex) All creatures not immune to poison are sickened for 10 rounds (DC 11 Fortitude negates). Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee club +4 (1d6+3) or

Melee slam +4 (1d6+3)

Abilities Str 14, Dex 7, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

WARHORSE ZOMBIE CR 1 (XP 400)

This skin and flesh of this once proud horse is mouldering. Bones are visible through its slashed and torn barding.

Heavy horse zombie

NE Large undead

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 50 ft.; staggered; **ACP** 0; Acrobatics +3 (+11 jumping)

AC 18, touch 12, flat-footed 15; **CMD** 23 (27 vs. trip)

(-1 size, +3 armour [mwk studded leather], +3 Dex, +3 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** +4, **Will** +4

hp 22 (4 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +3; **CMB** +10

Melee bite +8 (1d4+9) or

Melee slam +8 (1d8+9)

Abilities Str 22, Dex 16, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

WOLF ZOMBIE CR 1 (XP 400)

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 50 ft.; staggered; **ACP** 0; Acrobatics +1 (+9 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 11, flat-footed 12; **CMD** 15 (+19 vs. trip)
(+1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** +2, **Will** +3

hp 16 (3 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee bite +4 (1d6+3) or

Melee slam +4 (1d6+3)

Abilities Str 15, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

CR 2 ZOMBIES

CROCODILE ZOMBIE

CR 2 (XP 600)

This mouldering reptile has gaping jaws.

NE Large undead

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 20 ft., swim 30 ft.; sprint, staggered; **ACP** 0; Acrobatics +0 (-4 jumping), Swim +13

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 9, flat-footed 12; **CMD** 19 (23 vs. trip) (+3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** +1, **Will** +3

hp 27 (5 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +3; **CMB** +9

Melee bite +7 (1d8+7) or

Melee slam +7 (1d8+7)

Abilities Str 21, Dex 10, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

DIRE APE ZOMBIE

CR 2 (XP 600)

Sharp teeth fill this large, rotting feral ape's mouth.

NE Large undead

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 30 ft., climb 30 ft.; staggered; **ACP** 0; Climb +13

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 10, flat-footed 12; **CMD** 21 (+1 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +3, **Will** +5

hp 33 (6 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +4; **CMB** +10

Melee bite (reach 10 ft.) +8 (1d6+7) or

Melee slam (reach 10 ft.) +8 (1d8+7)

Abilities Str 21, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

HIPPOGRIFF ZOMBIE

CR 2 (XP 600)

This large, mottled brown, horse-like creature has a ragged hawk's wings, talons and hooked beak.

NE Large undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft., fly 100 ft. (clumsy); staggered; **ACP** 0; Fly -7

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 10, flat-footed 13; **CMD** 18 (+1 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** +2, **Will** +4

hp 27 (5 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +3; **CMB** +7

Melee bite +5 (1d6+4) or

Melee slam +5 (1d8+4)

Abilities Str 17, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

HUMAN APOCALYPSE ZOMBIE

CR 2 (XP 600)

This rotten human wears ragged clothes. The stench of death surrounds it.

Relentless brain-eating plague human zombie

NE Medium undead

Init +2; **Senses** darkvision 60 ft., scent; Perception +0, Sense Motive +0

Speed 40 ft., climb 20 ft.; **ACP** 0; Acrobatics +2 (+6 jumping), Climb +11

AC 14, touch 12, flat-footed 12; **CMD** 18 (22 vs. trip) (+2 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** +3, **Will** +4

hp 22 (4 HD); death burst

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Space 5 ft.; **Base Atk** +3; **CMB** +6 (+10 grapple)

Melee bite +6 (1d6+3 plus disease and grab) and slam +6 (1d6+3 plus disease and grab)

Atk Options brain-eating create spawn, disease, quick strikes

Brain-Eating (Ex [full-round]) After killing an opponent, the zombie's ravenous nature takes hold and it uses its next turn to break open its victim's skull and eat the brain. This prevents others from raising the body from the dead by any method that requires an intact corpse.

Create Spawn (Su) Anyone killed after being bitten by an apocalypse zombie rises as an apocalypse zombie 2d6 hours later unless the corpse is blessed or similar measures are taken.

Disease (Su) The zombie's natural attacks carry the zombie rot disease. *Zombie rot*: Bite or slam—injury; *save* Fort DC 12; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as an apocalypse zombie in 2d6 hours.

Grab (Ex [free]) If it hits a Small or smaller target with its bite, the zombie can try to grapple without provoking attacks of opportunity.

Quick Strikes (Ex) Whenever the zombie takes a full attack action, it can make one additional slam attack at its highest attack bonus.

Abilities Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

Skills as above plus Survival +0 (+4 to track by smell)

HUMAN ROGUE JUJU ZOMBIE CR 2 (XP 600)

This wretched human figure has tight leathery skin, sunken eyes, and an emaciated frame, yet it moves with eerie alacrity.

Human juju zombie rogue 2

NE Medium undead (augmented human)

Init +8; **Senses** darkvision 60 ft.; Perception +6 (+7 vs. traps), Sense Motive +6

Speed 30 ft.; **ACP** -1; Acrobatics +7, Climb +15, Stealth +7, Swim +7

AC 22, touch 15, flat-footed 17; **CMD** 19; Mobility (+4 armour [mwk chain shirt], +4 Dex, +1 dodge [Dodge], +3 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity, *magic missile*; **Resist** fire 10

Fort +0, **Ref** +7 (evasion), **Will** +1 (+5 vs. channel energy)

hp 19 (2 HD); **DR** magic and slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +5

Melee mwk short sword +7 (1d6+4/19-20) or

Melee slam +6 (1d6+6)

Atk Options sneak attack (+1d6)

Abilities Str 18, Dex 19, Con —, Int 8, Wis 13, Cha 12

SQ rogue talents (combat trick), trapfinding (+1)

Feats Dodge, Improved Initiative^B, Mobility, Toughness^B, Weapon Focus (short sword)

Skills as above plus Disable Device +8, Intimidate +6, Sleight of Hand +9, Survival +3, Use Magic Device +6

Languages Common

OGRE ZOMBIE

CR 2 (XP 600)

This lumbering giant's beady eyes are devoid of life, and its puffy, rotten face features a wide mouth with ill-fitting teeth.

NE Large undead

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 30 ft., base speed 40 ft.; staggered; **ACP** -3

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 14, touch 7, flat-footed 16; **CMD** 19

(+4 armour [hide], -2 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +0, **Will** +5

hp 33 (6 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +4; **CMB** +11

Melee greatclub (reach 10 ft.) +9 (2d8+9) or

Melee slam (reach 10 ft.) +7 (1d8+9)

Abilities Str 23, Dex 6, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

SEA HAG ZOMBIE

CR 2 (XP 600)

Hair like rotting seaweed drapes this ancient witch. Loose, algae-coloured skin sags off her gaunt, rotting frame.

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., swim 40 ft.; staggered; **ACP** 0; Swim +13

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 11, flat-footed 12; **CMD** 20

(+1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +1, **Ref** +5, **Will** +4

hp 27 (5 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +3; **CMB** +8

Melee claw +8 (1d6+7) or

Melee slam +8 (1d6+7)

Abilities Str 21, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

CR 3 ZOMBIES

ACID SHARK ZOMBIE

CR 3 (XP 800)

This blue shark's fins slice through the water. It gaping jaws hold countless teeth.

NE Large undead (aquatic)

Init +0; **Senses** blindsense 30 ft., darkvision 60 ft., keen scent; Perception +0, Sense Motive +0

Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Speed swim 60 ft.; staggered; **ACP** 0; Swim +13

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 9, flat-footed 12; **CMD** 19; acidic aura (+3 natural, -1 size)

Acidic Aura (Ex) Any creature striking the acid zombie with an unarmed strike or natural attack suffers 1d6 acid damage.

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), acid

Fort +4, **Ref** +2, **Will** +5

hp 45 (6 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +4; **CMB** +9

Melee bite +7 (1d8+6 plus 1d6 acid) or

Melee slam +7 (1d8+6 plus 1d6 acid)

Abilities Str 19, Dex 10, Con —, Int —, Wis 10, Cha 12

Feats Toughness^B

BEARDED DEVIL ZOMBIE

CR 3 (XP 800)

This seething devil deftly wields a vicious, saw-toothed glaive, while below its rotten, toothy maw hangs a wiry beard.

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics +1 (+5 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 10, flat-footed 12; **CMD** 21 (+1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +3, **Will** +5

hp 38 (7 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +5; **CMB** +10

Melee glaive (reach 10 ft.) +10 (1d10+7) or

Melee claw +10 (1d6+5) or

Melee slam +10 (1d6+7)

Abilities Str 21, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

DIRE WOLF ZOMBIE

CR 3 (XP 800)

This immense rotting black wolf is the size of a horse and its fangs as large and sharp as knives.

NE Large undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 50 ft.; staggered; **ACP** 0; Acrobatics +1 (+9 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 10, flat-footed 12; **CMD** 22 (+26 vs. trip) (+1 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +3, **Will** +5

hp 38 (7 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +5; **CMB** +11

Melee bite +9 (1d8+7) or

Melee slam +9 (1d8+7)

Abilities Str 21, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

GRIZZLY BEAR ZOMBIE

CR 3 (XP 800)

This massive bear's brown fur is badly rotten.

NE Large undead

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics +2 (+6 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 11, flat-footed 11; **CMD** 22 (+26 vs. trip) (+3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +3, **Will** +5

hp 38 (7 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +5; **CMB** +12

Melee claw +10 (1d6+9) or

Melee slam +10 (1d8+9)

Abilities Str 23, Dex 15, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

FAST LION ZOMBIE

CR 3 (XP 800)

This great cat's muscles flex visibly under its rotting skin.

NE Large undead

Init +4; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 50 ft.; **ACP** 0; Acrobatics +4 (+12 jumping)

AC 16, touch 13, flat-footed 12; **CMD** 24 (+28 vs. trip) (+4 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +6, **Will** +5

hp 38 (7 HD)

Space 10 ft.; **Base Atk** +5; **CMB** +12

Melee bite +10 (1d8+6 plus grab) and

2 claws +10 (1d6+6) or

Melee bite +10 (1d8+6 plus grab) and

slam +10 (1d8+9)

Atk Options grab, pounce, quick strikes

Grab (Ex [free]) If it hits a Medium or smaller target with its bite, the lion can try to grapple without provoking attacks of opportunity.

Pounce (Ex) When charging, the lion can make a full attack.

Quick Strikes (Ex) Whenever the zombie takes a full attack action, it can make one additional slam attack at its highest attack bonus.

Rake (Ex) When grappling, the lion can make two additional claw attacks (+10 melee, 1d4+6). It must be already grappling to use this ability.

Abilities Str 23, Dex 19, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

TIGER ZOMBIE

CR 3 (XP 800)

This powerful feline predator has mouldering reddish-orange fur slashed with black stripes.

NE Large undead

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics +1 (+5 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 10, flat-footed 12; **CMD** 25 (+29 vs. trip) (+1 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +3, **Will** +6

hp 44 (8 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +6; **CMB** +14

Melee bite +12 (2d6+10) or

Melee slam +12 (1d8+10)

Abilities Str 25, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

TROLL ZOMBIE

CR 3 (XP 800)

This tall rotten creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

NE Large undead

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 30 ft.; staggered; **ACP** 0

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 10, flat-footed 12; **CMD** 24

(+1 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +3, **Will** +6

hp 44 (8 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +6; **CMB** +13

Melee bite (reach 10 ft.) +11 (1d8+9) or

Melee slam (reach 10 ft.) +11 (1d8+9)

Abilities Str 23, Dex 16, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

VODYANOI ZOMBIE

CR 3 (XP 800)

This rotten humanoid salamander carries a gnarled staff in one hand.

NE Medium undead (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., swim 50 ft.; staggered; **ACP** 0; Swim +12

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 15, touch 13, flat-footed 12; **CMD** 22

(+3 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +5, **Will** +5

hp 38 (7 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +5; **CMB** +9

Melee shortspear +9 (1d6+6) or

Melee bite +9 (1d8+6) or

Melee slam +9 (1d6+6)

Abilities Str 18, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

CR 4 ZOMBIES

ANNIS HAG ZOMBIE

CR 4 (XP 1,200)

This repulsive, hunchbacked crone has rotting, red and brown skin. Despite her hunch, she looms taller than a human.

NE Large undead

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; staggered; **ACP** 0; Acrobatics +0 (+4 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 9, flat-footed 12; **CMD** 24
(+3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +3, **Ref** +3, **Will** +6

hp 49 (9 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +6; **CMB** +15

Melee claw (reach 10 ft.) +13 (1d6+12) or

Melee slam (reach 10 ft.) +13 (1d8+12)

Abilities Str 27, Dex 10, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

DIRE LION ZOMBIE

CR 4 (XP 1,200)

This immense spotted lion stands as tall as a man at the shoulder; clumps of its fur have fallen out.

NE Large undead

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; staggered; **ACP** 0; Acrobatics +1 (+5 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 14, touch 11, flat-footed 12; **CMD** 27 (+31 vs. trip)
(+2 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +3, **Ref** +4, **Will** +7

hp 55 (10 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +7; **CMB** +16

Melee bite +14 (1d8+12) or

Melee slam +14 (1d8+12)

Abilities Str 27, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

GIANT FRILLED LIZARD ZOMBIE

CR 4 (XP 1,200)

This lizard is larger than a horse. A dull coloured frill extends around its neck.

NE Large undead

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft., climb 30 ft.; staggered; **ACP** 0; Climb +14

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 9, flat-footed 12; **CMD** 23 (+27 vs. trip)
(+3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +3, **Ref** +3, **Will** +6

hp 49 (9 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +6; **CMB** +13

Melee bite +11 (2d6+9) or

Melee slam +11 (1d8+9)

Abilities Str 23, Dex 11, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

GIRALLON ZOMBIE

CR 4 (XP 1,200)

This four-armed, gorilla-like creature, has patches of matted white fur.

NE Large undead

Init +2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft., climb 40 ft.; staggered; **ACP** 0; Acrobatics +2 (+6 jumping), Climb +13

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 14, touch 11, flat-footed 12; **CMD** 24
(+2 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +3, **Ref** +5, **Will** +6

hp 49 (9 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +6; **CMB** +12

Melee bite (reach 10 ft.) +10 (1d6+7) or

Melee slam (reach 10 ft.) +10 (1d8+7)

Abilities Str 21, Dex 15, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

GREEN HAG ZOMBIE CR 4 (XP 1,200)
Knots of dark, mouldering hair spill over the features of this sickly, thin, pallid-skinned crone.

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft., swim 30 ft.; staggered; **ACP** 0; Swim +13

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 10, flat-footed 12; **CMD** 22
(+2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +3, **Ref** +3, **Will** +7

hp 55 (10 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +7; **CMB** +12

Melee claw +12 (1d4+5) or

Melee slam +12 (1d4+7)

Abilities Str 21, Dex 10, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

MEDUSA ZOMBIE CR 4 (XP 1,200)
This once-attractive woman has pallid, rotting skin. A head of dead snakes in place of hair waves ominously above her.

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; staggered; **ACP** 0

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 11, flat-footed 12; **CMD** 18
(+1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +3, **Ref** +4, **Will** +6

hp 49 (9 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +6; **CMB** +7

Melee quarterstaff +7 (1d6+1) or

Melee slam +7 (1d6+1)

Abilities Str 12, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

OGRE MAGE ZOMBIE CR 4 (XP 1,200)
Clad in dented, blood-soaked armour, this giant has glistening tusks and dead eyes full of murderous intent.

NE Large undead

Init +2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft., fly 60 ft. (good); staggered; **ACP** -1; Acrobatics +1 (+5 jumping), Fly +6

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 18, touch 12, flat-footed 16; **CMD** 28
(+4 armour [chain shirt], +2 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +3, **Ref** +5, **Will** +7

hp 55 (10 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +7; **CMB** +16

Melee greatsword (reach 10 ft.) +15 (3d6+12/19-20) or

Melee slam (reach 10 ft.) +14 (1d8+12)

Abilities Str 26, Dex 15, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

SALTWATER MERROW ZOMBIE CR 4 (XP 1,200)
This giant has green, scaled skin and large, webbed hands and feet. On either side of its neck are slotted gills.

NE Large undead

Init +2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft., swim 40 ft.; staggered; **ACP** 0; Acrobatics +2 (+6 jumping), Swim +16

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 14, touch 11, flat-footed 12; **CMD** 27
(+2 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +3, **Ref** +5, **Will** +6

hp 49 (9 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +5; **CMB** +13

Melee claw (reach 10 ft.) +11 (1d8+12) or

Melee slam (reach 10 ft.) +11 (1d8+12)

Abilities Str 27, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

CR 5 ZOMBIES

ABOLETH ZOMBIE

CR 5 (XP 1,600)

Four long tentacles hand imply from this three-eyed fish-like creature's flanks. A crust of slime covers its green body.

NE Huge undead (aquatic)

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 10 ft., swim 60 ft.; staggered; **ACP** 0; Acrobatics +0 (-8 jumping)

AC 12, touch 8, flat-footed 12; **CMD** 17 (can't be tripped)
(+4 natural, -2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +4, **Ref** +4, **Will** +8

hp 66 (12 HD); **DR** slashing/5

Space 15 ft.; **Base Atk** +9; **CMB** +17

Melee tentacle (reach 15 ft.) +13 (1d6+9) or

Melee slam (reach 15 ft.) +13 (2d6+9)

Abilities Str 22, Dex 10, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

CAVE GIANT ZOMBIE

CR 5 (XP 1,600)

Bestial tusks jut from the jaw of this hunched-over giant. It is clad in bloody armour patched together with bones.

NE Large undead

Init -1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., base speed 40 ft.; staggered; **ACP** -3

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 15, touch 8, flat-footed 16; **CMD** 25

(+4 armour [hide], -1 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Weakness** light sensitivity

Light Sensitivity (Ex) Cave giants are dazzled in bright light.

Fort +3, **Ref** +2, **Will** +7

hp 60 (11 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +8; **CMB** +16

Melee battleaxe (reach 10 ft.) +14 (2d6+10/x3) or

Melee slam (reach 10 ft.) +14 (1d8+10)

Abilities Str 25, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

CHIMERA ZOMBIE

CR 5 (XP 1,600)

This winged monster has the slashed and cut body of a lion, though two more heads flank its central feline one — a dragon and a horned goat.

NE Large undead

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft., fly 50 ft. (clumsy); staggered; **ACP** 0; Fly -10

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 9, flat-footed 12; **CMD** 24 (28 vs. trip)
(+3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +3, **Ref** +3, **Will** +7

hp 60 (11 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +8; **CMB** +14

Melee bite +12 (2d6+7) or

Melee slam +12 (1d8+7)

Abilities Str 21, Dex 10, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

CURSED WATER NAGA ZOMBIE

CR 5 (XP 1,600)

Slender spines and dull-coloured frills stretch back from the humanlike face of this massive aquatic snake.

NE Large undead (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft., swim 50 ft.; staggered; **ACP** 0

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 17, touch 14, flat-footed 12; **CMD** 29 (can't be tripped)
(+5 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +3, **Ref** +8, **Will** +7

hp 55 (10 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +7; **CMB** +14

Melee bite +12 (2d6+9) or

Melee slam +12 (1d8+9 plus curse [DC 15 Will negates; as bestow curse])

Abilities Str 22, Dex 21, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

DIRE BEAR ZOMBIE CR 5 (XP 1,600)

Bloody spittle drips from this rotting bear's maw, and its matted, moulting fur is broken in places by wicked, bony growths.

NE Large undead

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics +0 (+4 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 9, flat-footed 12; **CMD** 28 (32 vs. trip)

(+3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +4, **Ref** +4, **Will** +8

hp 66 (12 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +9; **CMB** +18

Melee bite +16 (1d8+12) or

Melee slam +16 (1d8+12)

Abilities Str 27, Dex 11, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

ETTIN ZOMBIE CR 5 (XP 1,600)

This lumbering, filthy, two-headed giant wears tattered, bloody leather armour and clutches a large flail in each fist.

NE Large undead

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics -2 (+2 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 7, flat-footed 14; **CMD** 25

(+2 armour [leather], -2 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +4, **Ref** +2, **Will** +8

hp 66 (12 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +9; **CMB** +17

Melee 2 flails (reach 10 ft.) +15 (2d6+6) or

Melee 2 slams (reach 10 ft.) +15 (1d8+6)

Atk Options superior two-weapon fighting

Superior Two-Weapon Fighting (Ex) An ettin fights with a flail in each hand or with slams. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Abilities Str 25, Dex 6, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

HILL GIANT ZOMBIE CR 5 (XP 1,600)

This hunched giant wears filthy fur clothing and has a deep, jagged wound across its throat.

NE Large undead

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 30 ft., base speed 40 ft.; staggered; **ACP** -3

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 14, touch 7, flat-footed 16; **CMD** 26

(+4 armour [hide], -2 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +4, **Ref** +2, **Will** +8

hp 66 (12 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +9; **CMB** +18

Melee greatclub (reach 10 ft.) +16 (2d8+12) or

Melee slams (reach 10 ft.) +16 (1d8+12)

Abilities Str 27, Dex 6, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

UNDER-EQUIPPED GHAELE ZOMBIE

CR 5 (XP 1,600)

This badly-decomposed humanoid corpse clutches a rusted and bent greatsword.

NE Medium undead

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 50 ft.; staggered; **ACP** 0; Acrobatics +0 (+8 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 10, flat-footed 12; **CMD** 29

(+2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +5, **Ref** +5, **Will** +9

hp 82 (15 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +11; **CMB** +19

Melee broken +1 greatsword +18 (2d6+11) or

Melee slam +19 (1d6+12)

Abilities Str 27, Dex 10, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

CR 6 ZOMBIES

ANDROSPHINX ZOMBIE

CR 6 (XP 2,400)

This regal, bird-winged lion has a rotting human's head and wears the faded raiment of a powerful pharaoh.

NE Large undead

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 40 ft., fly 60 ft. (clumsy); staggered; **ACP** 0; Acrobatics -1 (+3 jumping), Fly -11

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 11, touch 8, flat-footed 12; **CMD** 30 (34 vs. trip) (-1 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +5, **Ref** +4, **Will** +9

hp 82 (15 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +11; **CMB** +21

Melee claw +19 (2d6+13) or

Melee slam +19 (1d8+13)

Abilities Str 29, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

CRIOSPHINX ZOMBIE

CR 6 (XP 2,400)

This creature has the ragged wings of a bird, the mouldering body of a lion, and the desiccated head of a ram.

NE Large undead

Init -1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., fly 60 ft. (clumsy); staggered **ACP** 0, Fly -11

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 11, touch 8, flat-footed 12; **CMD** 26 (30 vs. trip) (-1 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +4, **Ref** +3, **Will** +8

hp 71 (13 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +9; **CMB** +17

Melee gore +15 (2d4+10) or

Melee slam +15 (1d8+10)

Abilities Str 25, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

DIRE TIGER ZOMBIE

CR 6 (XP 2,400)

This large tiger's fur is mouldering. Its two sabre-like fangs jut downward from its powerful jaws.

NE Large undead

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics +1 (+5 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 10, flat-footed 12; **CMD** 34 (38 vs. trip) (+1 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +5, **Ref** +6, **Will** +10

hp 88 (16 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +12; **CMB** +22

Melee claw +20 (2d4+13) or

Melee bite +20 (2d6+13) or

Melee slam +20 (1d8+13)

Abilities Str 29, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

DRAGON TURTLE ZOMBIE

CR 6 (XP 2,400)

This long-tailed aquatic beast resembles a massive snapping turtle with draconic features.

NE Huge undead (aquatic)

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 20 ft., swim 30 ft.; staggered; **ACP** 0; Swim +17

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 11, touch 7, flat-footed 12; **CMD** 32 (36 vs. trip) (-1 Dex, +4 natural, -2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +5, **Ref** +4, **Will** +10

hp 88 (16 HD); **DR** slashing/5

Space 15 ft.; **Base Atk** +12; **CMB** +23

Melee bite (reach 10 ft.) +19 (3d6+13) or

Melee slam (reach 10 ft.) +19 (2d6+13)

Abilities Str 29, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

ELEPHANT ZOMBIE CR 6 (XP 2,400)

This huge thick-skinned animal has large wounds all over its body and large ivory tusks that flank a long, prehensile snout.

NE Huge undead

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics -1 (+3 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 11, touch 7, flat-footed 12; **CMD** 33 (37 vs. trip) (-1 Dex, +4 natural, -2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +5, **Ref** +4, **Will** +9

hp 82 (15 HD); **DR** slashing/5

Space 15 ft.; **Base Atk** +11; **CMB** +24

Melee gore (reach 10 ft.) +20 (2d8+16) or

Melee slam (reach 10 ft.) +20 (2d6+16)

Abilities Str 32, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

FROST GIANT ZOMBIE CR 6 (XP 2,400)

This giant's frost-white skin is rotting. Its long, light blue hair hangs lankly about its shoulders.

NE Large undead (cold)

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** -2; Acrobatics -4 (+2 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 14, touch 7, flat-footed 12; **CMD** 31 (+4 armour [chain shirt], -2 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Weakness** vulnerability to fire

Fort +5, **Ref** +3, **Will** +10

hp 88 (16 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +12; **CMB** +23

Melee greataxe (reach 10 ft.) +21 (3d6+15) or

Melee slam (reach 10 ft.) +21 (1d8+15)

Abilities Str 31, Dex 7, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

ORCA ZOMBIE CR 6 (XP 2,400)

Large chunks of this once-sleek black whale's body are missing.

NE Huge undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed swim 80 ft.; staggered; **ACP** 0; Swim +17

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 9, flat-footed 12; **CMD** 31 (+1 Dex, +4 natural, -2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +4, **Ref** +5, **Will** +8

hp 71 (13 HD); **DR** slashing/5

Space 15 ft.; **Base Atk** +9; **CMB** +20

Melee bite (reach 10 ft.) +16 (2d6+13) or

Melee slam (reach 10 ft.) +16 (2d6+13)

Abilities Str 29, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

STONE GIANT ZOMBIE CR 6 (XP 2,400)

This giant has a rotted frame and a flat, forward-sloping head, looking almost as if it were carved of stone.

NE Large undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics +1 (+5 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 10, flat-footed 12; **CMD** 31 (+1 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +4, **Ref** +3, **Will** +9

hp 77 (14 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +10; **CMB** +20

Melee greatclub (reach 10 ft.) +18 (2d8+13) or

Melee slam (reach 10 ft.) +18 (1d8+13)

Abilities Str 29, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

CR 7 ZOMBIES

CLOUD GIANT ZOMBIE CR 7 (XP 3,200)

This towering giant has sunken, rotted features.

NE Huge undead

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 50 ft.; staggered; **ACP** -2; Acrobatics -1 (+7 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 16, touch 8, flat-footed 16; **CMD** 40
(+4 armour [chain shirt], +4 natural, -2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +6, **Ref** +6, **Will** +12

hp 110 (20 HD); **DR** slashing/5

Space 15 ft.; **Base Atk** +15; **CMB** +30

Melee morningstar (reach 15 ft.) +26 (4d6+19) or

Melee slam (reach 15 ft.) +26 (2d6+19)

Abilities Str 37, Dex 11, Con —, Int —, Wis 10, Cha 10

SQ oversized weapon

Oversized Weapon (Ex) A cloud giant wields Gargantuan weapons without penalty.

Feats Toughness^B

DIRE CROCODILE ZOMBIE CR 7 (XP 3,200)

This reptilian behemoth, a crocodile of monstrous proportions, is missing several large scales and smells of death.

NE Gargantuan undead

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 20 ft., swim 30 ft.; sprint, staggered; **ACP** 0; Acrobatics -1 (-5 jumping), Swim +22

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 5, flat-footed 13; **CMD** 40 (44 vs. trip)
(-1 Dex, +7 natural, -4 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +6, **Ref** +5, **Will** +11

hp 99 (18 HD); **DR** slashing/5

Space 20 ft.; **Base Atk** +13; **CMB** +31

Melee bite (reach 15 ft.) +23 (3d6+21) or

Melee slam (reach 15 ft.) +23 (2d8+21)

Abilities Str 39, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

FIRE GIANT ZOMBIE CR 7 (XP 3,200)

This lumbering giant has short stumpy legs and powerful, muscular arms. Wisps of smoke emanate from its hair and beard.

NE Large undead (fire)

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 30 ft., base speed 40 ft.; staggered; **ACP** -7

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 18, touch 7, flat-footed 20; **CMD** 32
(+8 armour [half-plate], -2 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), fire; **Weakness** vulnerability to cold

Fort +5, **Ref** +3, **Will** +10

hp 93 (17 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +12; **CMB** +24

Melee greatsword (reach 10 ft.) +22 (3d6+16) or

Melee slam (reach 10 ft.) +22 (1d8+16)

Abilities Str 33, Dex 7, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

GIANT SNAPPING TURTLE ZOMBIE CR 7 (XP 3,200)

This lumbering turtle is the size of a house; its head features a powerful, razor-sharp beak and several deep slashing wounds.

NE Gargantuan undead

Init -3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 20 ft., swim 20 ft.; staggered; **ACP** 0; Acrobatics -3 (-7 jumping), Swim +20

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 10, touch 3, flat-footed 13; **CMD** 35 (39 vs. trip)
(-3 Dex, +7 natural, -4 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +5, **Ref** +2, **Will** +10

hp 93 (17 HD); **DR** slashing/5

Space 20 ft.; **Base Atk** +12; **CMB** +28

Melee bite (reach 15 ft.) +20 (4d6+18) or

Melee slam (reach 15 ft.) +20 (2d8+18)

Abilities Str 34, Dex 4, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

HORNED DEVIL ZOMBIE CR 7 (XP 3,200)

Bristling with terrible spines and a crown of horns, half of this winged terror head is missing.

NE Large undead (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., fly 50 ft. (clumsy); staggered; **ACP** 0; Fly -2

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 20, touch 18, flat-footed 11; **CMD** 41

(+9 Dex, +2 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +5, **Ref** +12, **Will** +10

hp 93 (17 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +12; **CMB** +24

Melee +1 *spiked chain* (reach 10 ft.) +23 (2d6+17) or

Melee bite (reach 10 ft.) +23 (2d8+16) or

Melee claw (reach 10 ft.) +23 (2d6+16) or

Melee slam (reach 10 ft.) +23 (1d8+15)

Abilities Str 33, Dex 25, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

MARILITH ZOMBIE CR 7 (XP 3,200)

This snake-bodied fiend has a six-armed woman's torso, pointed ears, and glittering, otherworldly eyes.

NE Large undead (extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics +3 (+7 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 15, touch 12, flat-footed 12; **CMD** 35

(+3 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +6, **Ref** +9, **Will** +11

hp 99 (18 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +13; **CMB** +23

Melee +1 *longsword* (reach 10 ft.) +21 (2d6+13) or

Melee slam (reach 10 ft.) +20 (1d8+12) or

Melee tail slap (reach 10 ft.) +20 (2d6+12)

Abilities Str 27, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

PLANETAR ZOMBIE CR 7 (XP 3,200)

Muscular, bald and tall, this rotten humanoid has mottled emerald skin and two pairs of stained white-feathered wings.

NE Large undead (extraplanar)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0,

Sense Motive +0

Speed 30 ft., fly 90 ft. (clumsy); staggered; **ACP** 0; Fly -7

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 15, touch 12, flat-footed 12; **CMD** 37

(+3 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +6, **Ref** +9, **Will** +11

hp 104 (19 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +14; **CMB** +24

Melee +1 *greatsword* (reach 10 ft.) +23 (3d6+14) or

Melee slam (reach 10 ft.) +19 (2d8+13)

Abilities Str 29, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

YOUNG ADULT BRONZE DRAGON ZOMBIE

CR 7 (XP 3,200)

This sleek, rotting dragon is covered in dull metallic scales that range in colour from shining bronze to mottled blue.

NE Huge undead (water)

Init -1; **Senses** dragon senses; Perception +0, Sense Motive +0

Dragon Senses (Ex) Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Speed 40 ft., fly 200 ft. (clumsy), swim 60 ft.; staggered; **ACP** 0; Acrobatics -1 (+3 jumping), Fly -13, Swim +16

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 11, touch 7, flat-footed 12; **CMD** 32

(-1 Dex, +4 natural, -2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +6, **Ref** +5, **Will** +11

hp 99 (18 HD); **DR** slashing/5

Space 15 ft.; **Base Atk** +13; **CMB** +23

Melee bite (reach 15 ft.) +19 (2d8+12) or

Melee claw (reach 10 ft.) +19 (2d6+12) or

Melee slam (reach 10 ft.) +19 (2d6+12)

Abilities Str 27, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

CR 8 ZOMBIES

ALCHEMICAL CETACEAL ZOMBIE CR 8 (XP 4,800)

This rotten mermaid-like creature has the torso and head of a longhaired woman and the lower half of a sleek killer whale.

NE Medium undead (aquatic)

Init +3; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 10 ft., swim 80 ft.; staggered; **ACP** 0; Acrobatics +3 (-5 jumping), Swim +19

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 17, touch 10, flat-footed 14; **CMD** 36 (can't be tripped) (+3 Dex, +4 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +6, **Ref** +9, **Will** +11 (+13 vs. channelling)

hp 99 (18 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +13; **CMB** +23

Melee +1 shortspear +24 (1d6+15) or

Melee tail slap +23 (1d6+15) or

Melee slam +23 (1d6+15)

Abilities Str 31, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

BLACK DRAGON ZOMBIE CR 8 (XP 4,800)

This black-scaled, rotting horned dragon has a fanged maw.

NE Huge undead (water)

Init -1; **Senses** dragon senses; Perception +0, Sense Motive +0

Dragon Senses (Ex) Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Speed 40 ft., fly 200 ft. (clumsy), swim 60 ft.; staggered, swamp stride; **ACP** 0; Acrobatics -1 (+3 jumping), Fly -13, Swim +19

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

Swamp Stride (Ex) The dragon can move through bogs and quicksand without penalty at its normal speed.

AC 11, touch 7, flat-footed 12; **CMD** 39 (-1 Dex, +4 natural, -2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +7, **Ref** +6, **Will** +13

hp 126 (23 HD); **DR** slashing/5

Space 15 ft.; **Base Atk** +17; **CMB** +30

Melee bite (reach 15 ft.) +26 (2d8+16) or

Melee claw (reach 10 ft.) +26 (2d6+16) or

Melee tail slap (reach 10 ft.) +26 (2d6+16) or

Melee slam (reach 10 ft.) +26 (2d6+16)

Abilities Str 33, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

GREAT CYCLOPS ZOMBIE CR 8 (XP 4,800)

This misshapen, rotting, muscular humanoid has a single huge bloodshot eye set under a short, jagged horn on its brow.

NE Huge undead

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 50 ft.; staggered; **ACP** -3; Acrobatics -3 (+5 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 16, touch 8, flat-footed 16; **CMD** 41 (+4 armour [hide], +4 natural, -2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +7, **Ref** +7, **Will** +12

hp 115 (21 HD); **DR** slashing/5

Space 15 ft.; **Base Atk** +15; **CMB** +31

Melee mwk greatclub (reach 15 ft.) +28 (3d8+21) or

Melee gore (reach 15 ft.) +27 (1d8+21) or

Melee slam (reach 15 ft.) +28 (2d6+21)

Abilities Str 38, Dex 11, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

FJORD LINNORM ZOMBIE CR 8 (XP 4,800)

This massive, rotting eel-like dragon has two webbed talons.

NE Gargantuan undead (aquatic)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 30 ft., fly 100 ft. (average), swim 60 ft.; staggered; **ACP** 0; Fly -1, Swim +22

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 18, touch 11, flat-footed 13; **CMD** 49 (can't be tripped) (+5 Dex, +7 natural, -4 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +7, **Ref** +12, **Will** +13

hp 121 (22 HD); **DR** slashing/5

Space 20 ft.; **Base Atk** +16; **CMB** +34

Melee bite (reach 20 ft.) +26 (2d8+21) or

Melee claw (reach 20 ft.) +26 (2d6+21) or

Melee tail (reach 20 ft.) +26 (2d6+21) or

Melee slam (reach 20 ft.) +26 (2d8+21)

Abilities Str 38, Dex 21, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

PIT FIEND ZOMBIE CR 8 (XP 4,800)

This obviously dead, large devil has a pair of gigantic, flame-seared wings and smouldering ember-like eyes.

NE Large undead (extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics +8 (+12 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 20, touch 17, flat-footed 12; **CMD** 49

(+8 Dex, +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +7, **Ref** +15, **Will** +13

hp 121 (22 HD); **DR** slashing/5

Space 10 ft.; **Base Atk** +16; **CMB** +31

Melee claw (reach 10 ft.) +29 (2d8+21) or

Melee bite (reach 10 ft.) +29 (4d6+21) or

Melee tail slap (reach 10 ft.) +29 (2d8+21) or

Melee slam (reach 10 ft.) +29 (1d8+21)

Abilities Str 39, Dex 27, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

SEA SERPENT ZOMBIE CR 8 (XP 4,800)

Spine-frilled neck arching up from the water like a snake ready to strike, this ship-sized serpent's body is rotting and water-logged.

NE Gargantuan undead (aquatic)

Init +1; **Senses** darkvision 120 ft., low-light vision; Perception +0, Sense Motive +0

Speed 20 ft., swim 60 ft.; staggered; **ACP** 0; Acrobatics +1 (-3 jumping), Swim +21

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 14, touch 7, flat-footed 13; **CMD** 41 (can't be tripped)

(+1 Dex, +7 natural, -4 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +7, **Ref** +8, **Will** +12

hp 115 (21 HD); **DR** slashing/5

Space 20 ft.; **Base Atk** +15; **CMB** +32

Melee bite (reach 20 ft.) +24 (4d8+19) or

Melee slam (reach 20 ft.) +24 (2d8+19) or

Melee tail slap (reach 20 ft.) +24 (3d6+19)

Abilities Str 36, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

STORM GIANT ZOMBIE CR 8 (XP 4,800)

This giant is a towering, muscular human of heroic proportions, with bronze skin, dark hair, and sparkling green eyes.

NE Huge undead

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 35 ft., base speed 50 ft., swim 30 ft., base speed 40 ft.; staggered; **ACP** -3; Swim +20

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 21, touch 9, flat-footed 18; **CMD** 43

(+6 armour [mwk breastplate], +1 Dex, +4 natural, -2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +7, **Ref** +8, **Will** +13

hp 126 (23 HD); **DR** slashing/5

Space 15 ft.; **Base Atk** +17; **CMB** +34

Melee mwk greatsword (reach 15 ft.) +31 (2d8+22) or

Melee slam (reach 15 ft.) +30 (2d6+22)

Abilities Str 41, Dex 12, Con —, Int —, Wis 10, Cha 10

SQ militant

Feats Toughness^B

TYRANNOSAURUS ZOMBIE CR 8 (XP 4,800)

This enormous rotting, bipedal dinosaur has a massive maw.

NE Gargantuan undead

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics +0 (+4 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 13, touch 6, flat-footed 13; **CMD** 44

(+7 natural, -4 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +8, **Ref** +8, **Will** +14

hp 132 (24 HD); **DR** slashing/5

Space 20 ft.; **Base Atk** +18; **CMB** +34

Melee bite (reach 20 ft.) +26 (4d6+24) or

Melee slam (reach 20 ft.) +26 (2d8+12)

Abilities Str 34, Dex 11, Con —, Int —, Wis 10, Cha 10

SQ powerful bite

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

Feats Toughness^B

CR 9 ZOMBIES

CURSED EXPLODING RELENTLESS FIRE GIANT ZOMBIE CR 9 (XP 6,400)

This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard smoulder.

NE Large undead (fire)

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 35 ft., base speed 50 ft., climb 25 ft.; **ACP** -7; Climb +12

AC 20, touch 9, flat-footed 20; **CMD** 36

(+8 armour [half-plate], +3 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), fire; **Weakness** vulnerability to cold

Fort +6, **Ref** +6, **Will** +11

hp 105 (19 HD); detonation

Detonation (Ex) When an exploding zombie is reduced to 0 hit points, it detonates in a burst of bone, flesh and gore. Anyone within 10 feet suffers 19d6 damage (DC 19 Reflex halves).

Space 10 ft.; **Base Atk** +12; **CMB** +26

Melee greatsword (reach 10 ft.) +24 (3d6+16) or

Melee slam (reach 10 ft.) +24 (1d8+16 plus curse [DC 19 Will negates; as *bestow curse*]))

Atk Options quick strike

Quick Strikes (Ex) Whenever the zombie takes a full attack action, it can make one additional slam attack at its highest attack bonus. Note: damage is 1d8+11 if the additional slam is made in conjunction with a greatsword attack.

Abilities Str 33, Dex 11, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

Skills as above plus Survival +0 (+4 tracking by smell)

GREAT WHITE WHALE ZOMBIE CR 9 (XP 6,400)

This immense whale has an enormous, box-shaped head over a massive, toothy maw. Its rotting, rough white hide is laced with scars.

NE Colossal undead

Init -3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed swim 40 ft.; staggered; **ACP** 0; Swim +29

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 10, touch -1, flat-footed 13; **CMD** 57 (can't be tripped) (-3 Dex, +11 natural, -8 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +9, **Ref** +6, **Will** +16

hp 154 (28 HD); **DR** slashing/5

Space 30 ft.; **Base Atk** +21; **CMB** +50

Melee bite (reach 30 ft.) +34 (6d6+31) or

Melee tail slap (reach 30 ft.) +34 (3d6+31) or

Melee slam (reach 30 ft.) +34 (4d6+31)

Abilities Str 52, Dex 4, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

HUMAN JUJU ZOMBIE CR 9 (XP 6,400)

This rotting human wears full plate and wields a greatsword.

Human fighter 9

NE Medium undead (augmented human)

Init +7; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +1

Speed 30 ft.; **ACP** -4; Climb +17

AC 27, touch 14, flat-footed 23; **CMD** 28

(+10 armour [+1 *full plate*], +3 Dex, +1 dodge [Dodge], +3 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity, *magic missile*; **Resist** fire 10

Fort +9, **Ref** +7, **Will** +7 (+11 vs. channelling)

hp 90 (9 HD); **DR** magic and slashing/5

Space 5 ft.; **Base Atk** +9; **CMB** +15

Melee +1 *greatsword* (Power Attack [-3/+9]) +20/+15 (2d6+14/17-20) or

Melee slam (Power Attack [-3/+9]) +16 (1d6+10)

Atk Options Cleave, Combat Reflexes, Great Cleave, Lunge

Combat Gear *oil of darkness*, *potion of eagle's splendour*, *potion of fly*, *potion of haste*

Abilities Str 22, Dex 16, Con —, Int 10, Wis 12, Cha 14

SQ armour training (2), bravery (+2), weapon training (heavy blades +2, natural +1)

Feats Cleave, Combat Reflexes^B, Dodge, Great Cleave^B, Greater Weapon Focus (greatsword)^B, Improved Critical (greatsword), Improved Initiative^B, Iron Will, Lunge, Power Attack^B, Toughness^B, Weapon Focus (greatsword)^B, Weapon Specialisation (greatsword)^B

Skills as above plus Intimidate +14, Survival +9

Languages Common

Gear as above plus *cloak of protection* +1, *hat of disguise*, pouch with 149 gp worth of mixed coins and gems

ICE LINNORM ZOMBIE

CR 9 (XP 6,400)

This long serpent-like zombie has an enormous maw full of teeth.

NE Colossal undead

Init +5; **Senses** darkvision 120 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 40 ft., climb 40 ft., fly 100 ft. (average), swim 40 ft.; staggered; **ACP** 0; Acrobatics +5 (+9 jumping), Fly -3, Swim +23

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 18, touch 7, flat-footed 13; **CMD** 59 (can't be tripped) (+5 Dex, +11 natural, -8 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +9, **Ref** +6, **Will** +16

hp 154 (28 HD); **DR** slashing/5

Space 30 ft.; **Base Atk** +21; **CMB** +44

Melee bite (reach 30 ft.) +28 (3d8+22) or

Melee claw (reach 30 ft.) +28 (2d6+22) or

Melee tail (reach 30 ft.) +28 (3d6+22) or

Melee slam (reach 30 ft.) +28 (4d6+22)

Abilities Str 40, Dex 20, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

MATURE ADULT RED DRAGON ZOMBIE

CR 9 (XP 6,400)

A crown of cruel horns surrounds this rotting dragon's head.

NE Huge undead (fire)

Init -1; **Senses** dragon senses, smoke vision; Perception +0, Sense Motive +0

Dragon Senses (Ex) Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Smoke Vision (Ex) The dragon can see perfectly in smoke.

Speed 40 ft., fly 200 ft. (clumsy); staggered; **ACP** 0; Acrobatics -1 (+3 jumping), Fly -13

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 11, touch 7, flat-footed 12; **CMD** 42 (-1 Dex, +4 natural, -2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), fire; **Weakness** vulnerability to cold

Fort +8, **Ref** +7, **Will** +15

hp 143 (26 HD); **DR** slashing/5

Space 15 ft.; **Base Atk** +19; **CMB** +33

Melee bite (reach 15 ft.) +29 (2d8+18) or

Melee claw (reach 10 ft.) +29 (2d6+18) or

Melee tail slap (reach 10 ft.) +29 (2d6+18) or

Melee slam (reach 10 ft.) +29 (2d6+18)

Abilities Str 35, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

OLD BRONZE DRAGON ZOMBIE

CR 9 (XP 6,400)

This sleek, but rotting dragon is covered in dull metallic scales that range in colour from shining bronze to mottled blue.

NE Gargantuan undead (water)

Init -2; **Senses** dragon senses; Perception +0, Sense Motive +0

Dragon Senses (Ex) Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Speed 40 ft., fly 250 ft. (clumsy), swim 60 ft.; staggered; **ACP** 0; Acrobatics -2 (+2 jumping), Fly -16, Swim +19

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 11, touch 4, flat-footed 13; **CMD** 42 (-2 Dex, +7 natural, -4 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +8, **Ref** +6, **Will** +15

hp 143 (26 HD); **DR** slashing/5

Space 20 ft.; **Base Atk** +19; **CMB** +34

Melee bite (reach 20 ft.) +26 (4d6+15) or

Melee claw (reach 15 ft.) +26 (2d8+16) or

Melee tail slap (reach 15 ft.) +26 (2d8+16) or

Melee slam (reach 15 ft.) +26 (2d8+16)

Abilities Str 33, Dex 6, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

SPINOSAURUS ZOMBIE

CR 9 (XP 6,400)

This titanic saurian has a crocodile's snout and large front claws.

NE Gargantuan undead

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0, Sense Motive +0

Speed 40 ft.; staggered; **ACP** 0; Acrobatics +1 (+5 jumping)

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 14, touch 7, flat-footed 13; **CMD** 47 (+1 Dex, +7 natural, -4 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +8, **Ref** +9, **Will** +15

hp 143 (26 HD); **DR** slashing/5

Space 20 ft.; **Base Atk** +19; **CMB** +33

Melee bite (reach 20 ft.) +28 (2d6+19) or

Melee slam (reach 20 ft.) +28 (2d8+19)

Abilities Str 36, Dex 13, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

READING STAT BLOCKS

100% Crunch: *Zombies* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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